

**Top Jam & Earl in
PANIC ON
FUNKOTRON™**

**The Boyz R back &
in worlds of trouble!!**

The dynamic duo of funk have returned home after much inter-planetary partying, but all is not well. Pesky Earthlings hitched a ride on the ship and are now causing havoc all over the once peaceful planet of Funkotron... and TJ&E are to blame!!!

- * Capture those pesky Earthlings and send 'em back to where they came from.
- * 16 levels of funkified action, including fungi jumping, arctic sliding and bubble bouncing!
- * Check the scene with the Ultra-cool Funkscan... Hey, what's lurking in the bushes?
- * Everyone into the pool!!! Explore underwater passages to find secret lairs and areas.
- * Jam out with the coolest of cool...if you got the rhythm.

GENESIS™

The Ren & Stimpy Show™
Presents:
Stimpy's Invention™



NICKELODEON

INSTRUCTION MANUAL

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SEGA™

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

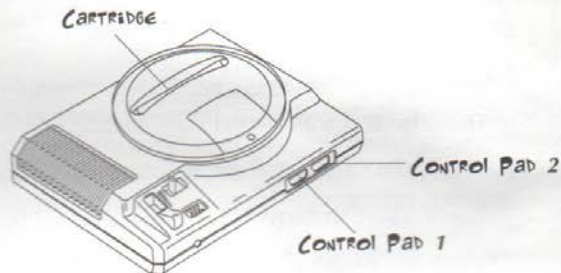
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

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SEGA GAMEPLAY HOTLINE
1-415-591-PLAY

START UP THE GAME



1. Set up your Genesis System.
2. Plug in one or two Control Pads, for 1 Player or 2 Player games.
3. Make sure the power switch is OFF.
4. Place the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. Watch all the opening screens and wait for the game demos. You don't want to miss a thing!!!
7. After the game demos, press START when you see this screen →



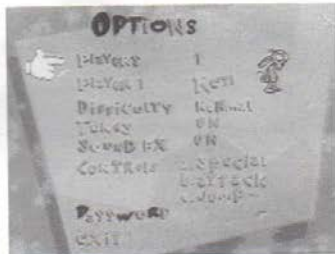
BE CAREFUL, MAN!

Always turn the power switch OFF when you're inserting or removing the game cartridge.

FIGURE OUT WHAT YOU WANT

Wait! You need to tell the game how you want to play it. When you see the Title screen, FIRST press the D-PAD down to highlight "Options," and THEN press START.

Now you'll see this screen →



- Press the D-PAD up and down to point to different options.
- Press A, B or C to change the settings.

Players One or two can play. Joy!!!

Player 1 Be Ren or Stimpy. Player 2, if there is one, will be the other character.

Difficulty Easy: start with 5 Lives, 4 Continues.
Normal: start with 4 Lives, 2 Continues.
Hard: start with 3 Lives, 1 Continue.

Tunes Turn them ON or OFF.

Sound FX Turn them ON or OFF.

Controls Pick the setting you like best.

Password If you have one, turn the page to find out how to use it.

Exit You're done. Get out of here!!!

IF YOU HAVE A PASSWORD

You can start the game from somewhere in the middle!!! You get a password when you finish a level. It will look something like this:

0009GLL BYYH82ZM ——— Not A Real
Password

To use a password:

1. Pick "Password" on the Options screen (page 3).
2. Press any button. You will see this screen →
3. Press the D-PAD in any direction to highlight the letter or number you need.
4. Press A to place that character in the highlighted space in the password.
5. Continue entering characters until the password is complete.
6. If you need to change a character, use << or >> (near the bottom of the screen) to move the highlight in the password. Then enter the correct letter or number.
7. Choose "Start" to begin the game. Choose "Exit" to go back to the Options screen.



GET A GRIP ON THE BUTTON CONTROLS



PRESS THIS

D-PAD left/right

D-PAD up

D-PAD down

A

B

C

A + D-PAD left/right

C + D-PAD left/right

C + D-PAD down

START

D-PAD left/right

TO DO THIS

Move left/right

Move up or climb

Move down or crouch

Special Move

Attack

Jump

Run left/right

Jump left/right

Jump down

Pause/resume game

Switch players while paused (1 Player only)

THIS IS GREAT, MAN!

You — YES, YOU — can change the controls for A, B and C on the Options screen. See page 3.

WHAT'LL WE DO NOW???

Watch out, man!!!

Stimpy's latest invention, the Mutate-O-Matic, just exploded while Stimpy was trying to turn ordinary household garbage into a delicious glazed ham!

The pieces of the Mutate-O-Matic blew all over the place, Ren & Stimpy's lab was destroyed, and the whole town was warped!!!

Do you know what you have to do now???

YOU DON'T!!! Then read this:

1. Collect all the pieces of the Mutate-O-Matic.
2. Reassemble the machine.
3. Turn it off.

Relax, man. It should be easy. Just remember these very important points:

- Everything in town has been twisted into crazed, diabolical enemies, thanks to Stimpy's stupidity!!! You must run the gamut of mad, menacing foes to put things back to normal.
- Ren & Stimpy work best as a team. Try to stay together. The pals must be standing as close together as possible in order to use their Special Moves, Attacks and Jumps (see pages 8-11).
- When the pals are separated, Ren attacks with a flyswatter and Stimpy snaps a towel when you press A or B.



HEALTH BAR

LIVES

POWDERED
TOAST JAR

- When you get injured, your Health Bar decreases. If it disappears completely, you lose one Life. You can keep playing as long as you have Lives left. If you lose all your Lives, you can resume the game as long as you have Continues left. (See page 3.)
- Pick up as many Goodies as you can, such as Ice Cream Cones, Money Bags and Glazed Hams, to score high points.
- Picking up a Powdered Toast Jar restores some of your Health.
- You get an extra Life at every 50,000 points.
- If one of you drops behind or falls into a crack, bottomless pit or black hole, you will almost always be rescued by Powdered Toast Man!
- In 1 Player games, you can press START to pause the game, press the D-PAD left/right to switch between Ren & Stimpy, and press START again to resume as the character you chose.
- Get on with it, man!!!

THINGS REN CAN DO!!!

Ren & Stimpy are a team. Together, they can do great things and go places they couldn't get to alone. Ren can do the incredible things on these two pages when he is close to Stimpy!!!

HORSE PLAY

Press A

Ren rides Stimpy like a horse, as Stimpy rears and gallops across the scene. (If Stimpy is not nearby, Ren smacks his flyswatter when you press A.)



SLAP HAPPY

Press A + D-PAD up

Ren smacks some sense into his best pal Stimpy.



HARD HAT

Hold A + D-PAD down

Ren turns Stimpy into a jack hammer to plow through to a lower level.



PARAMEDIC

Press B

Ren grabs Stimpy in a Heimlich maneuver. Stimpy launches a hairball and saves the day!!! (If Stimpy is not close at hand, Ren smacks his flyswatter when you press B.)



PITCHER

Press B + D-PAD up

Ren pops off Stimpy's nose and fires a curveball at their enemies.



BOWLER

Press B + D-PAD down

Ren curls Stimpy into a ball and rolls him for a strike.



AIRMAN

Press C + D-PAD up

Ren squeezes Stimpy, and up they both go on Stimpy's rear thrusters!!!



THINGS STIMPY CAN DO!!!

Stimpy can do the remarkable things on these two pages when he is close to Ren!!!

POLEVAULTER

Press A

Using Ren as a pole, Stimpy pole vaults over dangers! (If Ren is not nearby, Stimpy snaps his bath towel when you press A.)



BEAR HUG

Press A + D-PAD up

Stimpy gives Ren a big bear hug. Ren belches!!!



DIGGER

Hold A + D-PAD down

Stimpy turns Ren upside down and digs with him like a shovel to break through to a lower level.



BOOMERANG CHUCKER

Press B

Stimpy grabs Ren and tosses him like a boomerang. (If Ren is not close at hand, Stimpy snaps his bath towel when you press B.)



BALL TOSSEY

Press B + D-PAD up

Stimpy launches Ren into the air with an underhand toss.



CROQUET PLAYER

Press B + D-PAD down

Stimpy whips out a mallet and whacks Ren like a croquet ball.



CHOPPER PILOT

Press C + D-PAD up

Stimpy spins Ren's head. Ren's ears start beating like helicopter propellers and both pals fly up and away!!!



NEIGHBORHOOD

- In the yard, defeat buzzing Lawnmowers, avoid Giant Lawn Flamingos and watch out for those nasty sidewalk cracks!!!
- Try out your Special Moves (pages 8-11).



- Smash the Cabbage Heads in Mr. Horse's kitchen, then climb into the freezer.
- Fight your way up then down the frosty shelves, through hordes of Bouncing Eyes and Polar Chickens. Use the clue on the freezer cartons to escape the walloping walruses.
- Pick up all the Goodies. Find the first piece of the machine — Beaver Power!!!

THE ZOO

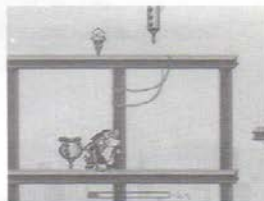
- Use Special Moves to hop across the hippos.
- Go high or low in the monkey cage, but be ready for monkey business!!!



- Putt through the Aviary on your own personal propulsion system. Don't get pecked by the Buzzards or the Giant Condor or egg-bombed by the Seagulls. Easy does it.
- Find the Gauge — Piece #2!!!

THE CITY

- Watch out for mail boxes spewing unfriendly junk mail. Ride the spouting hydrants to the heights.
- Go hand-over-hand on the clotheslines (use the D-PAD).



- Look around for Goodies in unlikely places.
- Dodge the clattering rivet guns and the Fire Chief who thinks you are circus midgets!!!
- Tap A quickly to pedal the bike. Jump over traffic to escape the Dog Pound Truck. Then it's all downhill, fast!!!
- Find Piece #3 — the Thingy!!!

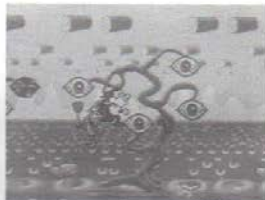
THE POUND

- Use Special Moves to conquer red-hot coals and the Dog Catcher.
- Watch out for falling cement chunks.
- Dig your way into the secret tunnel — and a zippy downhill slide — to get inside the pound.
- Climb greased pipes. Duck spiked balls on swinging chains. Heads up!
- Go the distance with Lump & Loaf. Watch the clock. Find the TV — Piece #4!!!



THE OUTDOORS

- Strange trees, cliffs and floating platforms dot the bizarre landscape.
- The Giant Teeth won't hurt you, but the snaky nerve endings will. Swat the mosquitoes!!!
- Let the flicking fingers toss you over the trees. Control your flight with the D-PAD.
- Climb the giant Stimpny noses, complete with dangling nose hairs.
- Hurry down the mountainside, dodging big bouncing plastic-strip balls.
- Jump through the maze of floating islands and Kodiak Marmosets. Your escape chopper is ready. All aboard for a dizzying scavenger hunt.
- Find the final piece of the machine — the Gizmo!!!



THE MUTATE-O-MATIC

- You didn't think it would be all THAT EASY, did you???
- You're in for a BIG SURPRISE!!!
- Hope you're wearing your rubber boots!!!
- C'mon, man. Don't give up now!!!



COMPLETING A LEVEL

When you complete a level (Oh Joy!!!), you'll see the End of Level Score screen. Check it for:

- Level Score
- Time Bonus
- Total Score
- Password
- The latest piece of the Mutate- O-Matic



HAPPY HAPPY SCORING

Ice Cream Cone	250 points
Jar of Spit	250 points
Glazed Ham	500 points
Gritty Kitty Litter	500 points
Money Bag	1000 points
Happy Happy Joy Joy Album	1000 points
Powdered Toast Jar	2000 points
plus restores some Health	

CONTINUING A GAME

If you run out of lives but still have Continues, you can resume the game from the beginning of your last level. To do that, press START when the Continue screen appears. To quit the game, press the D-PAD right and then press START.

GREATER THAN GREAT CREDITS

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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